

# GATEMASTER!™

## THE LIBERATION OF PRINCE THORGRIM



### COMPLEAT ENCOUNTER™

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# THE LIBERATION OF PRINCE THORGRIM

*Adventure Design:* Jason Bulmahn

*Illustrations:* Andrew Hou

*Cartography:* Corey Macourek

*Miniatures Sculpting:* Dennis Mize

*Miniatures Painting:* Keith Robertson

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Any Setting • Mid-Level (7th–9th) • Urban

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Prince Thorgrim, the local ambassador of a nearby dwarven kingdom, has been arrested for a crime he did not commit. Hoping to garner a large ransom from the prince's homeland, the vile sheriff, Sirris Cramzan, and his loyal jailer, Mott, charged the prince with a murder they committed themselves and threw the dwarven prince behind bars. Now he rots in prison and the mayor refuses to hear his case. Meanwhile, the city's dwarven population has grown increasingly unruly.

Rescuing the prince from his cell before the situation explodes will mean storming the jail and facing the horrors hidden inside.

This Compleat Encounter uses the information found on the maps and data cards in this set to create a mini-adventure. The cards include information and game rules for the elven sheriff, Sirris Cramzan, the obese jailer, Mott, and the dwarven prince, Thorgrim, who has been bound and hidden in a special cell. You'll need the cards for the relevant game rule information when running this encounter. See "Scaling the Encounter" on Card 4 for tips on how to scale this adventure to a variety of character levels.

Although the miniatures, maps, and plots in this Compleat Encounter can be used with any fantasy roleplaying game, the rules included herein are compatible with the Open Game Licensed version of the world's most popular RPG. You can download a copy of those rules at [dzosrd.org](http://dzosrd.org).

## USING THIS COMPLEAT ENCOUNTER

The plan and timeline of events that led to this situation are summarized along with Mott's statistics (Card 8). The characters could become involved with these events in a number of different ways. Prince Thorgrim could be an acquaintance of theirs—a contact from a previous adventure or encounter who has earned a good reputation with them. Alternatively, a local group of dwarves could contact the characters in hopes of convincing them of the prince's innocence and asking them to intervene.

As a twist, this encounter could be used to free a captured player character. If one of your players is missing for a session, arresting his character in place of Prince Thorgrim serves as a short adventure easily dropped into most ongoing storylines. Simply exchange the character for the prince and run the encounter as written.

## THE LIBERATION OF PRINCE THORGRIM ENCOUNTER KEY

The maps for this Compleat Encounter are double-sided, with one side featuring the jail as it might appear in a normal, upstanding community, hiding its wickedness behind a thin façade of authority. The reverse of the map cards shows the jail in a corrupt or evil environment. Here the wickedness is on display and no one who lives nearby harbors doubts about the vile deeds that occur within.

Approaching the jail is easy. However, storming the place during the day quickly draws the attention of the town militia who arrive in only a few rounds to assist the sheriff. At night, entering the jail is a simpler matter. Approaching the place unnoticed after dark



requires only a DC 5 Hide check, and even a significant amount of noise draws reinforcements only after a 2d6 minute delay.

**Town Militia, human fighter 4 (6):** hp 34.

## GENERAL TRAITS

Hanging oil lanterns and crude torches light all of the jailhouse rooms. The ceilings are 10 feet tall in all cases. The windows, where present, are little more than 4-inch-wide arrow slits filled in with crude, dirty glass, and do not open. None of the cells have windows.

Unless otherwise noted, the doors and walls have the following attributes:

**Exterior Iron Doors:** Hardness 10; 60 hit points; break DC 28.

**Interior Strong Wooden Doors:** Hardness 5; 20 hit points; break DC 23.

**Locks:** Both interior and exterior doors bear average-quality locks, requiring a DC 25 Open Lock check to open.

**Superior Masonry Walls:** Hardness 8; 90 hit points.

## 1. OFFICE

The stench of old sweat hangs heavy in this small, cramped office. In the center of the room is an aged wooden desk littered with papers, journals, and various sketches.

A few well-used horse rails stand just outside the door that leads into the jail. The door leading into the jail is always locked and has a small window that allows those inside to inspect visitors before opening the door. The small bell hanging next to the door can be heard faintly throughout the prison when rung.

The office itself is poorly organized. The documents detailing Prince Thorgrim's arrest, signed and witnessed by Sirris, can be found with a DC 20 Search check. A letter from the mayor orders the militia to keep the dangerous dwarf locked up, citing Sirris's testimony as evidence. There are no incriminating documents kept in this office (they are hidden in area 2). The door leading out of this chamber to the interior hallways is always locked. When not out on patrol, the sheriff spends the majority of his time in this room, doing mindless paperwork.

## 2. THE SHERIFF'S ROOM (EL 9)

Luxuries, pillows, incense, plush rugs, and a large bed have been crammed into this modest-sized space. This room is one of comfort and excess, completely incongruous with the rest of the jail. The scent of stale perfume hangs in the air.

This room is sheriff Sirris Cramzan's personal chamber. Much of the opulence of this room was paid for with bribes and goods confiscated from the sheriff's many prisoners. This room contains dozens of plush pillows, imported incense, rare wines, and woven rugs. These accoutrements alone are worth over 400 gp. The sheriff sleeps in this room and can be found here at night after retiring from his daily duties. The door leading into this room is always locked and only Sirris has the key.

A secret door in the wall of this room hides a small narrow chamber, used by Sirris to hide all of the prisoner's possessions and all of his own illegal documents and incriminating evidence. Finding the secret door that leads into this chamber requires a DC 25 Search check. The contents of this secret room are summarized on card 10.

**Sheriff Sirris Cramzan:** hp 51; see card 6.



### 3. CELL BLOCK

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Straddling this short corridor are six ten-foot-square cells. Each cell has a wall of iron bars with a single door facing the hall. Each cell contains little more than a moldy mat, a filthy water basin, and complete solitude. There are no windows in this part of the jail and the only light is from sputtering torches at each end of the hall.

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These simple cells hold all of the common criminals arrested by the sheriff. Special prisoners, such as Prince Thorgrim, are kept in a private cell (area 4). Each cell contains a moldy mat made from stinking hay, a small basin of water, and a simple wooden bucket for filth.

Aside from random bits of graffiti written on the walls (such as a near-endless count of days and the phrase “The sheriff is a murderer”), these cells are frequently empty during the day. At night, they often contain a drunkard or two, dropped off by the militia to dry out for the night.

The iron bars that make up the walls and doors of these cells are rusted but sturdy. They have the following statistics:

**Iron Bars:** Hardness 10; 60 hit points; bend DC 28.

**Locks:** The cell doors bear average-quality locks, requiring a DC 25 Open Lock check to open.

### 4. THORGRIM'S CELL (CEL 7)

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This dark chamber is dominated by a large circle carved into the floor, outlined by small gemstones that pulse gently with a faint light. In the center of the room is a huddled form, curled up around a large iron ball that appears to be chained to his foot. His broad form and filthy beard mark him as a dwarf. Prince Thorgrim stirs and looks up at you. “Bout damn time somebody showed up to spring me!”

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The wooden doors leading into this chamber are similar to the others from the outside, but it is locked with a good quality lock (DC 30 to open; Sirris has the key). In addition to the lock, this door is also trapped. Anyone attempting to open the door without first using the key is the target of an arrow coated in deadly poison, fired from a hidden device in the ceiling.

**Deathblade Arrow Trap:** CR 7; mechanical; touch trigger; manual reset; Atk +12 ranged (1d8 plus poison, arrow); poison (deathblade poison, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 25; Disable Device DC 18.

The walls are lined with a thin sheet of lead to prevent magic, such as *detect thoughts*, from penetrating the cell. A permanent *alarm* spell is in place on the door, warning Sirris with a silent mental alarm if it is opened without first saying the proper password (*inferno*).

The circle in the center of the room is enchanted to prevent *teleport* and similar magic from functioning within the room, similar to the spell *dimension lock*. The gemstones that power this magic can be pried up from the floor with a DC 25 Strength check and are worth a total of 500 gp. The gems lose their magical enchantment if they are removed from the circle.

**Prince Thorgrim:** hp 49; see card 10.

### 5. MOTT'S PLAYPEN (CEL 7)

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This large chamber holds a huge bed of filth and straw in one corner, while broken toys and scattered junk litter the floor. The walls of this room are covered with childish drawings of dragons, demons, and black knights.

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This chamber is the home of the immensely obese jailer Mott and all of his assorted junk. Mott's size is matched only by his cruelty and childish intellect. When not tormenting the prisoners or doing rounds with the sheriff, Mott can be found in this room playing with his broken toys or drawing on the walls with charcoal. The only activity he enjoys more than these is eating, which he does with unfailing regularity.

Mott is hostile toward anyone who enters his room without the sheriff. His first action is to throw his



heavy toys at intruders. These are treated as improvised thrown weapons that deal 1d8 points of bludgeoning damage. Mott takes a -4 penalty on attack rolls with his thrown toys. If a confrontation happens in the hall outside his room, Mott quickly comes to investigate.

**Mott, the Jailer:** hp 65; see card 8.

If the sheriff and his jailer are slain, the town magistrate quickly seeks out their killers, looking for answers and charging them with murder unless the characters find the hidden proof of Sirris's corruption. If the proof is never found, the characters must find another way out of the charge, or they face execution or a long sentence in the dungeons.

## CONCLUDING THE ENCOUNTER

Liberating Prince Thorgrim earns his eternal gratitude and the favor of the local dwarven community. While this can take the form of a payment in gold, it can also be a magic item or other boon. It might also mean mining rights, or a stake in an existing mine. This can lead to other adventures dealing with the new acquisition.

While freeing Prince Thorgrim is the primary goal of this encounter, doing so earns the eternal ire of Sheriff Sirris and Mott. Failure to deal with them during the jailbreak results in the pair tracking down the characters for a showdown, possibly with the assistance of the town militia. As long as the characters remain within the sheriff's reach, they risk being attacked by him and his toadies. Depending on the circumstances, the entire town might turn against the supposed lawbreakers.



## SCALING THE ENCOUNTER

This encounter can be used with characters of any level by making simple adjustments to the presented challenges.

**Beginning Parties (Levels 1–3):** Reduce Sirrus to a rogue 2/fighter 1. Reduce Mott to a barbarian 2. Change the poison on the door trap to small centipede poison.

**Low-Level Parties (Levels 4–6):** Reduce Sirrus to a rogue 4/fighter 2. Reduce Mott to a barbarian 4. Change the poison on the door trap to black adder venom.

**High-Level Parties (Levels 10–14):** Increase Sirrus to a rogue 6/fighter 6/assassin 3. Increase Mott to a barbarian 11. Increase the Spot, Search, and Disable DCs of the door trap by 5 each.

**Heroic Parties (Levels 15–19):** Increase Sirrus to a rogue 6/fighter 6/assassin 8. Increase Mott to a barbarian 16. Increase the Spot, Search, and Disable DCs of the door trap by 10 each and make two attacks against the character.

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## SHERIFF SIRRIS CRAMZAN

The sheriff's face is a leering mask of scars pierced by two cunning eyes. The lithe elf moves with a sinuous grace, like that of a snake coiling to strike. He wears ornate leather armor and a luxurious cloak with a gilded short sword at his side.

Sirris Cramzan was orphaned as a youth due to a terrible orc raid on his small village. During the raid that killed his parents, Sirris himself was terribly burned, and while the fire left no lingering disability, his face remains a mask of scarred flesh. Left to fend for himself in a human city, Sirris quickly became cold and uncaring due to the taunts and beatings he took at the hands of other children. Joining the town militia as soon as he was able, Sirris spent years working up the ranks, administering hard justice and cruel punishments to those who once tormented him. The wealthy and powerful praised him, primarily due to his readiness to accept bribes, and he was promoted to sheriff. Having finally earned a position of respect, Sirris now seeks to use that position to further line his pockets and purchase the life the orcs denied him.

If directly opposed by the characters, Sirris uses his position to his advantage, calling for the militia if needed and producing trumped-up charges to harass the PCs. If they break into his jail or attack him, Sirris uses his Spring

Attack ability and sneak attack to his best advantage. He prefers to flank with Mott whenever possible. Sirris uses his *bracers of law* to protect himself during the combat, issuing a *command* when most advantageous.

Sirris has a number of corrupt friends in the local government. If defeated but allowed to escape, he turns to these allies for assistance against the bothersome characters. If exposed for the corrupt villain that he is, Sirris quickly vanishes, retreating to a safe location to plot his revenge.

### Sheriff Sirris Cramzan, male elf rogue 5/fighter 4:

CR 9; Medium humanoid (elf); HD 5d6+4d10+9; hp 51; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +7; Grp +9; Atk +1 *frost short sword* +13 melee (1d6+5 plus 1d6 cold/19–20) or dagger +11 ranged (1d4+2/19–20); Full Atk +1 *frost short sword* +13/+8 melee (1d6+5 plus 1d6 cold/19–20) or dagger +11/+6 ranged (1d4+2/19–20); SA sneak attack +3d6; SQ elf traits, evasion, immune to sleep, low-light vision, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +7, Ref +10, Will +2; Str 14, Dex 18, Con 12, Int 12, Wis 8, Cha 10.

**Skills:** Bluff +8, Climb +6, Diplomacy +12, Escape Artist +11, Hide +12, Intimidate +6, Jump +7, Listen +9, Move Silently +12, Sense Motive +8, Spot +9, Tumble +14.

**Feats:** Improved Initiative, Dodge, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (short sword), Weapon Specialization (short sword).

**Languages:** Common, Elven, Gnome.

**Possessions:** +1 *frost short sword*, +1 *studded leather armor*, *boots of elvenkind*, *bracers of law*\*, *cloak of resistance* +1, *potion of cure moderate wounds* (2), *potion of haste*, *badge of office*, *daggers* (4), *manacles* (2).

\**Bracers of law*: These matching leather bracers are adorned with geometric patterns and are finely

stitched with iron wire. Once per day, as a standard action, the wearer of the bracers can call upon their power to surround himself with an aura of protection. This functions just like *protection from chaos* and lasts for one minute. In addition, the wearer of these bracers can issue a *command* as the spell once per day as a free action (DC 11 Will save negates).

Faint abjuration and enchantment; CL 1st; Craft Wondrous Item, *command*, *protection from chaos*, Price 2,000 gp.









## MOTT, THE JAILER

A titanic man covered in a thin sheen of sweat, the jailer carries with him a huge club made of gnarled wood. A stupid smile plays across his simple face, but his eyes betray the malice of a bully. Filthy rusted keys dangle from his strained belt.

Mott is a cruel simpleton. One of Sirris's only friends from his days on the streets, Mott is the sheriff's muscle when physical punishment is in order. After being appointed sheriff, Sirris quickly hired Mott to tend to his prisoners, which he does with some competency. Although he loves children's toys, he despises children and yells at them whenever he has the opportunity.

Mott attacks anyone who should not be in the jail, flying into a rage only after bellowing for the sheriff if he is not present. In combat, Mott starts by using his Power Attack for a full 7, only lowering this amount when he misses in combat. It is possible to reason with Mott if the characters act before he can get his hands on his favorite club.

**Mott, the Jailer, male human barbarian 7:** CR 7; Medium humanoid (human); HD 7d12+14; hp 65; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk +7; Grp +10; Atk +1 *greatclub* +11 melee (1d10+5), or broken toy +4 ranged (1d8+3); Full Atk +1 *greatclub* +11/+6 melee

(1d10+5); SA rage 2/day; SQ DR 1/—, fast movement, illiteracy, improved uncanny dodge, trap sense +2; AL CE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 10, Cha 12.

*Skills:* Climb +13, Intimidate +11, Jump +13, Listen +10.

*Feats:* Cleave, Diehard, Endurance, Power Attack.

*Languages:* Common.

*Possessions:* +1 *greatclub*, +2 *leather armor*, *potion of cure serious wounds*, keyring.

*Rage (Ex):* As above except for the following: hp 79, AC 13, touch 9, flat-footed 12; Grp +12; Atk +1 *greatclub* +13 melee (1d10+8); Full Atk +1 *greatclub* +13/+8 melee (1d10+8); SV Fort +9, Will +4; Str 20, Con 18.

## THE ARREST OF THORGRIM

Prince Thorgrim was arrested 11 days before the adventure begins. The dwarf was enjoying a quiet evening at a local tavern, keeping an eye on an angry drunk. When the inebriated man got up to leave, the dwarf followed the drunk to make sure he did not cause any trouble on his way home. Thorgrim had gone only a few steps, however, before he stumbled over the drunk's body in an alley outside the tavern. Sirris and Mott were on him moments later, arresting him for the murder that they themselves had just committed. Sirris had been watching Thorgrim for a few days and had determined that the dwarf's people would pay well for his release.

Over the past 11 days, Thorgrim has sat in his cell without meeting a single visitor. A letter was sent to his

people, demanding payment for release. Meanwhile, Sirris presented the case to the mayor, claiming that he happened to wander past as the murder took place. Without any other evidence, the mayor has allowed the incarceration to continue until a trial can be convened. Sirris plans to smuggle Thorgrim out of the city if the ransom is paid, claiming that he escaped, and pocketing the ransom. If his freedom is not paid for, Thorgrim is found guilty after a short trial and sentenced to spend the rest of his life in the city's dungeon.









## PRINCE THORGRIM

Prince Thorgrim was trained from a very young age to bear the mantle of a paladin. Although he is in line for the throne, he has three older brothers who stand to wear the crown before him. As such, Thorgrim has taken the role of holy servant.

Thorgrim is a bit gruff and sometimes terse, but he genuinely cares for the welfare of those around him and is more than willing to risk his life for the safety of others. He sees Sirris as a blight on this society and if freed, he goes to any length to bring him to justice.

**Prince Thorgrim, male dwarf paladin 6:** CR 6; Medium humanoid (dwarf); HD 6d10+12; hp 49; Init -1; Spd 20 ft.; AC 19, touch 9, flat-footed 19; Base Atk +6; Grp +8; Atk +1 *battleaxe* +10 melee (1d8+3/x3); Full Atk +1 *battleaxe* +10/+5 melee (1d8+3/x3); SA smite evil 2/day; SQ aura of courage, aura of good, darkvision 60 ft., *detect evil*, divine grace, divine health, dwarf traits, lay on hands (12 hp/day), *remove disease* (1/week), *special mount*, turn undead; AL LG; SV Fort +10, Ref +4, Will +8; Str 14, Dex 8, Con 15, Int 10, Wis 12, Cha 14.

**Skills:** Concentration +6, Diplomacy +7, Heal +6, Knowledge (religion) +4.

**Feats:** Iron Will, Power Attack, Weapon Focus (battleaxe).

**Languages:** Common, Dwarf.

**Paladin Spells Prepared** (caster level 3); 1st—*bless weapon*, *divine favor*

**Possessions:** +1 *battleaxe*, +1 *half plate*, heavy steel shield, *cloak of resistance* +1, holy water (2), silver holy symbol.

**Unequipped:** When Thorgrim is found, he is without his gear and his hands are chained. In addition, the ball and chain that is firmly attached to his leg reduces his speed. His stats are as above except for the following: Spd 10 ft., AC 9, flat-footed 9; Atk manacle chain +4 melee (1d4+3); SV Fort +9, Ref +3, Will +7.

## SIRRIS'S SECRET ROOM

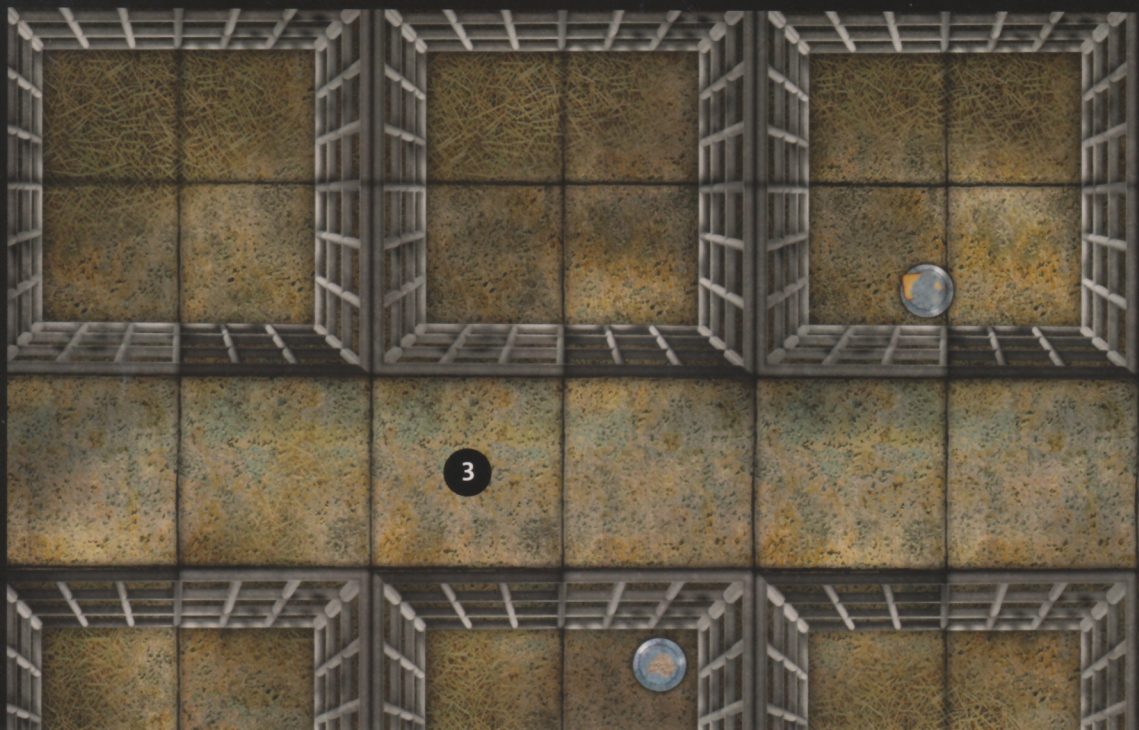
Hidden in the space between Sirris's bedchamber and the private cell is a secret room that only the sheriff knows about. Inside the cramped room are a number of locked (DC 30 to open) chests that contain ill-gotten gains and incriminating documents detailing dirty deals and bribes with local merchants and city officials.

The chests contain a total of 900 gp worth of coins, gems, and mundane gear. In addition, one of the chests contains a *figurine of wondrous power* (silver raven), a scroll of *invisibility*, a scroll of *lightning bolt*, 2 *potions of cure light wounds*, a *potion of levitate*, and a *wand of web* (7 charges). Hanging on the back wall is a tattered and burned tapestry depicting Sirris's family symbol (a twisting tree growing from a solid rock). It is the only heirloom of his past that Sirris has left.



Most importantly, one small chest contains a number of forged documents, illegal trade documents, and Sirris's diary. The diary discusses the sheriff's ambitions and his current plans, including all of the details of Thorgrim's arrest. Possession of these materials is enough to free Thorgrim and any of the characters accused of wrongdoing by the sheriff.









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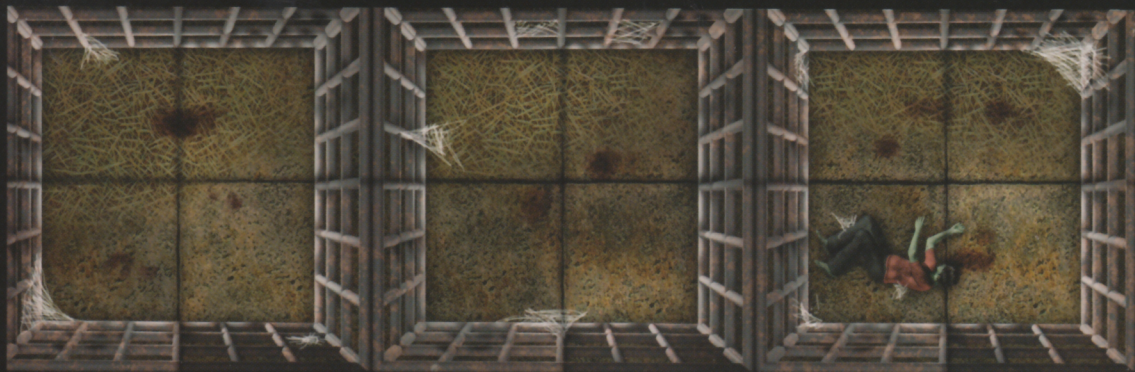






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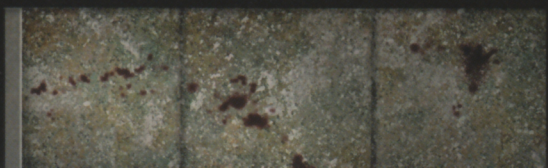




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# THE LIBERATION OF PRINCE THORGRIM

A 8TH-LEVEL ADVENTURE SCALEABLE TO ALL LEVELS OF PLAY

Andrew Hou, Jason Bulmahn, Dennis Mize, Corey Macourek

Prince Thorgrim rots in jail, wrongly accused by the corrupt sheriff and his cruel gaoler. Whispered rumors speak that those in his keep are tortured and sometimes murdered. Only the truly brave or fantastically foolish would try to storm the jail and free the prince. A Compleat Encounter, scalable to any level, featuring the shackled dwarven prince, the elven sheriff, and his foul gaoler.

This Compleat Encounter features three lead-free pewter miniatures suitable for use in any fantasy roleplaying game. 10 double-sided full-color cards provide a complete map of Prince Thorgrim's jail scaled for miniatures play, an adventure that uses the miniatures provided in the set, and complete statistics for the enemies and magic items encountered within. All game rules adhere to the Open Game Licensed version of the world's most popular roleplaying game.

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